NES-UM-USA-1★

MARIO'S KEEP

INSTRUCTION BOOKLET

V 1.3 NESDRAUG

Mario's Keep is puzzle platformer. It is a hack of the original Super Mario Bros. (1985) by Nintendo.

Please support the original creator by buying their current products.

This game is not to be distributed or sold in any way.

Patch

This hack comes in four variations:

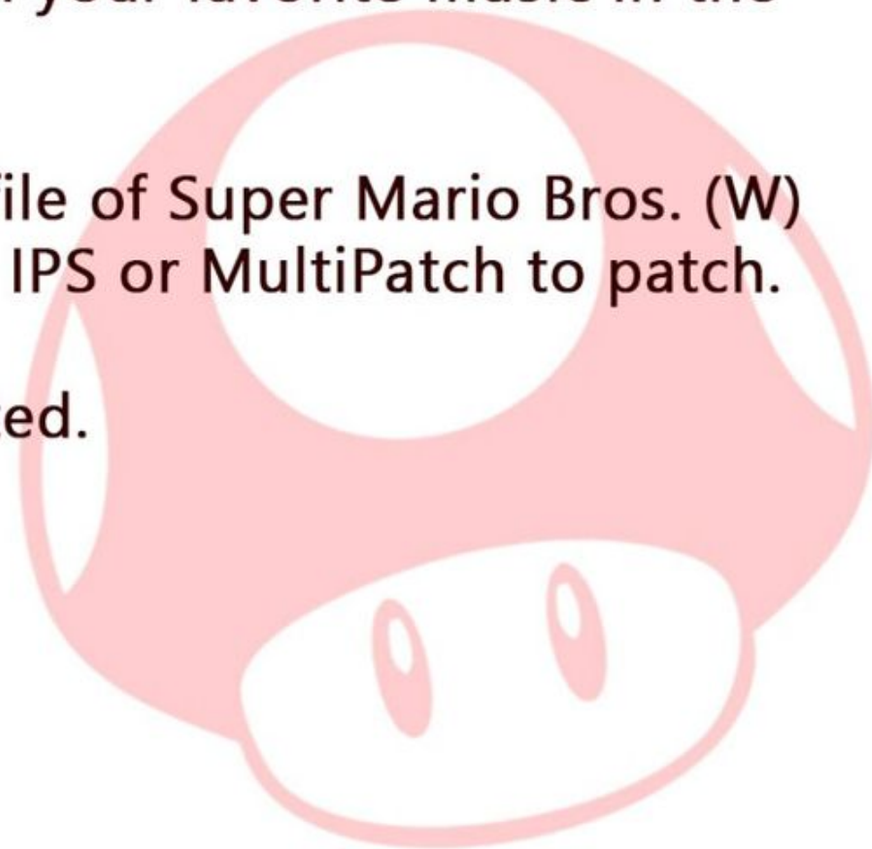
Mario's Keep 1,3
Mario's Keep 1.3 - NO MUSIC

Mario's Keep 1,21
Mario's Keep 1.21 - NO MUSIC

The version without music does contain sound effects and works perfect if you prefer to play games with your favorite music in the background.

Choose one ips file to patch your .nes file of Super Mario Bros. (W) with a patching software such as Lunar IPS or MultiPatch to patch.

Mario's Keep 1,3.ips is strongly suggested.

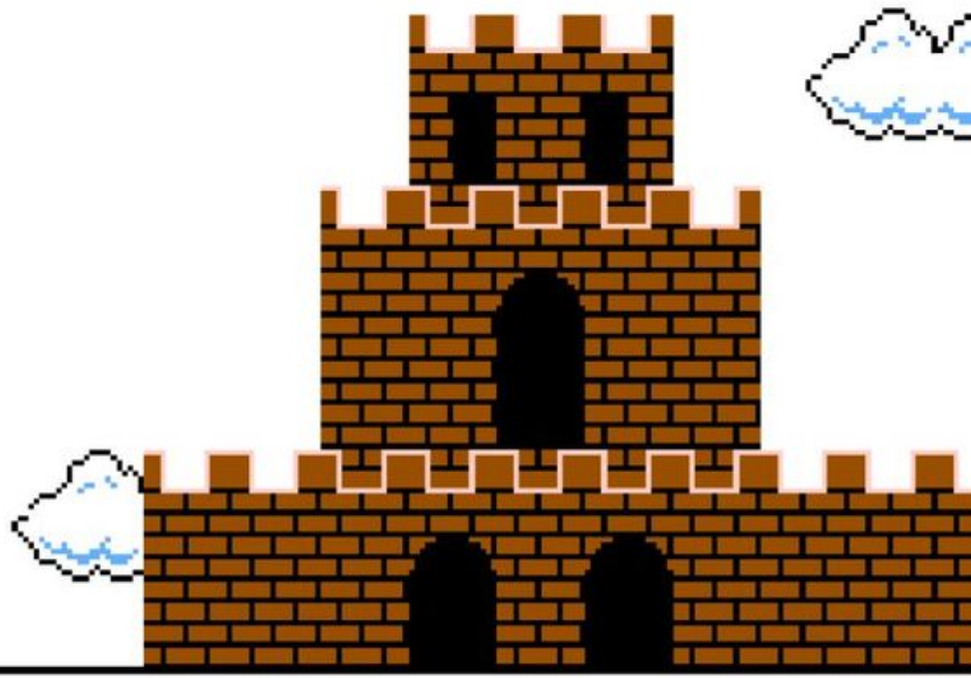


Story

The Mushroom Kingdom is yet again under attack. In order to keep Princess Peach safe Mario and his friends have built a big safehouse, a Keep.

Unfortunately Bowser, King of the Koopa and his minions took over the place and even worse: The Princess is missing!

Mario has to figure out the sequence of the rooms, rescue the princess and find all 9 floors.



Game

Mario's Keep a puzzler. A hack which requires tricky jumps, but not totally glitch abusing skills to pass. You have to figure out the sequence of the rooms, rescue the princess and find all 9 floors.

Hold A+Start on the title screen if you get a GAME OVER.
That way you will start on the first level of the last floor you visited.

When you beat the game you will be able to choose world with the B button.

HINT: It's not always good to be big, sometimes you might need to take a hit and be small Mario to proceed.

Mario can use vines and ropes
to climb up, but will also be able pass any
object on the right side of the vine.

Be sure to stay on the right side! Beware,
those vines and ropes are hard to handle!

There are hidden blocks which can be used
to jump from.

Big Mario will be able to clip through walls
if there's a hidden block beside it!

Mario can find powerups in order to break blocks and find his way through the level.

Be careful where you stand while getting the mushroom! Sometimes you don't want Mario to turn big just yet...

Mario can jump on his enemies to use them as a jumping board and launch himself into areas that are hard to reach.

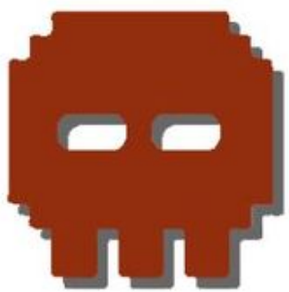
Carefully plan your moves to make your way trhough the levels.

Development

This hack is based on a project started by w7n.
In 2018 *NesDraug* took over development. The abandoned hack featured 3 levels and the finished hack features new graphics, altered game mechanics, new music and a total of 25 levels.

Since people started speedrunning this hack in 2020 NesDraug patched the game with a new version with improved graphics and took care of a lot of bugs.

The 1.3 version is the definitive version but the flawed 1.21 version is also included. (Specifications on the next page).



Versions

NEW IN VERSION 1,3
- New graphics and colors
- Same physics for runjump and walkjump
- Hiddden mushrooms are almost visible
- 50 coins = 1UP
- Start with 25 lives

1-2 fewer coins to prevent crash
2-2 added secret coinroom
2-3 second troll pipe now goes to coinroom
2-3 fewer coins to prevent crash
3-1 added coins to prevent softlock
3-2 added sideways lift
3-3 moved unnecessary hidden block
4-1 moved flagpole to avoid crash
4-2 added secret 10 coin
4-2 moved pipe to avoid softlock
6-3 moved coins to prevent softlock
6-3 Midway point was wrong
7-2 added long lost autoscroll (Scroll patch by ATA)
7-2 Remade to fit autoscroll
8-2 Added stop for Lakitu to aviod softlock

Bugfixes in v 1.21
15 LIVES
2-3 Pipe now goes to coinroom
3-2 activated disappering lift
8-2 Fixed game breaking Lakitu bug

Bugfixes in v 1.2 (obsolete)
-1-3 Added suicide hole
-2-1 Hidden castle removed
-2-3 Easier to find powerup
-3-1 Bigger hole in the end
-3-3 10-coin brick instead of hidden star
-4-1 Respawn pipe slightly moved
-4-1 Vine glitch slightly fixed
-4-1 Bigger opening in the end
-4-3 Longer platform after coins
-5-3 After the i - make hole bigger
-6-1 Hole as a suicide option
-6-2 Easier goal to avoid game breaking
-6-3 Can't cheat by running above
-7-3 Better respawn location
-7-3 Easier jump in second tunnel

Crew

Developer: NesDraug
Adjust_remain.ips patch by: sjk-e351
Collection of music patches by: U1
Scroll Patch: ATA
Special Thanks to: Eden.GT for patch collection, beta testing and help.
Also extra credit and thanks to: w7n for starting this project.
Original Game by: Nintendo

PROGRAMS USED:
- SMB Utility
- SMB Title Editor
- Tile Layer Pro
- SMB Graphics Workshop
- FCEUX
- Game Genie Guy
- Lunar IPS
- YYCHR
- SmbTitleEditor (English)

2021 NESDRAUG